**The Evolution of Multiplayer Games**

**Multiplayer Mobile games and the gaming industry**

Mobile games have been the source of paramount amount of refreshment and joy to a huge volume of human lives. The blast in the gaming market’s business is no secret to anyone in the present decade. Every month these mobile multiplayer games generate millions of revenue breaking the records, and creating the strikes. From Pokemon Go to PUBG, to Ludo King, to Candy Crush each of the above has been the center of addictions for the decade’s youth.

Gamers respawn and not die! Following the phrase, gamers have evolved too with the ongoing releases of various mobile platforms based multiplayer games. Gamers’ strategies and techniques are also taking a wide turn with the hype in the mobile gaming industry for multiplayer games.

21st century came with the rebirth of the multiplayer games with the technological growth in the gaming era and mobile development era. With Xbox live in 2002, gamers started getting connected by broad-bands. And, slowly the distance and place started vanishing from the challenging factors of the multiplayer games.

Let us roll over our eyes to some statistics in multiplayer games:

Statista stated that as of December 2016, 16% of the handheld gamers and 18% of the mobile device gamers spent 21 to 40 percent of the gaming time on multiplayer online games.

73% of app revenue was generated from gaming apps in 2018.

Among all the multiplayer mobile games, candy crush is populous of all, and Pokemon Go is most grossing.

Currently, Asia is the biggest marketplace for multiplayer gaming platforms with more than 41 billion dollars in revenue from mobile games.

Enslavement to the multiplayer games displayed a boost in its market with home-stays promoted by the ongoing 2020 pandemic.

**Multiplayer games’ advancement from past to present**

Multiplayer game developers brought out a variance with the technological growth from the ancient un-networked games to the present day networked multiplayer games. With immense magnification in the machinery and technology, multiplayer gaming scenario changed with enhanced user interfaces, graphical advancements, sound effects, and home comforts for the gamers.

 Have a look at the history of the un-networked multiplayer games that can only be played over a single platform/ device-

* 1971- They year marked with the release of the earliest commercially released video game, named Computer Space. It can have up to 2 players with alternative turns.
* 1972- Pong was the first successful commercially released game.
* In 1973, with the release of Empire and Spasim, the multiplayer gaming industry marked its birth in the technology world.
* The golden era for the multiplayer games with furthermore enhanced gaming versions and releases:

1. 1978 – Space Invaders
2. 1979 – Asteroids
3. 1980 – Pac-man (Still seeking the market’s attention with enhanced user experience)

* 1985- Massive Multiplayer Online Role-Playing Games (MMORPGs) came into existence with the release of the Island of Kesmai, .This game was available for $12 in online computer services allowing up to 100 players involvement.

With these, the networked games started flourishing the global market which gets to connect the players over different devices. The early networked game releases are as follows:

* In 1993, DOOM came as a shooter game series with LAN supported the involvement of 4 players.
* 1994’s Warcraft came with a real-time strategizing feature. The game allows 2 players to battle contests via modem or local networks.
* The lost Vikings. No! It is not The Viking series we all heard about. Players work in a team solving puzzles and progressing forward.
* GoldenEye -1997. This death-match game allows players to compete against each other in five different screens.

**Evolution in the networked multiplayer games.**

Gaming made joyful with multiplayer involvements!

With the network gaming strategy release, gaming, and challenging over multiple devices has been on-trend in the gaming market. From casino games to the puzzle games, to the battle games, every gaming sector is benefitting with multi-player gaming technique involvement. Various evolutions that came into the gaming market of multiplayer games are listed down:

* Seamless Multiplayer – Players can move in and out of other players’ persistent worlds being a non-player character. This is a co-op game. Few examples of such games are-

1. Watch Dogs
2. Destiny

* Winless Multiplayer – Players constitutes a single team for the survival. Players fight and survive over an endless set of rounds with the enemies. Once all the players die, the game is over! Survival is the sole objective here. E.g.:

1. Call of Duty: Zombies Mode
2. Halo 3: ODST- Firefight Mode

* Passive Multiplayer – Data of various players is shared online indirectly over a network. Example of passive multiplayer is:

1. Nintendo 3DS StreetPass
2. Dark Souls
3. Dragon’s Dogma
4. Super Mario Bros. U

* Goalless Multiplayer – Designed for enabling the players to set the goals for themselves. Serves no major purpose other than group play. For example:

1. Minecraft
2. Animal Crossing

* Asynchronous Multiplayer – No need to stay online forever before the game completion. Players can play together without real-time online syncing. Like,

1. Word Wars

**Multiplayer gaming with mobile devices**

Present-day gaming revolves mostly around mobile gaming. As in 2019, the gaming market accounted for $152 billion, with 51% coming from mobile games. Playing mode and criteria differs with the difference in the game type. Moving forward with the multiplayer games’ journey, we will see the different playing modes for multiplayer mobile games that can be developed for gaming.

* **Online Multiplayer Mobile Games** – The online multiplayer mobile games are for internet streaming like:

1. PUBG Mobile
2. Fortnite
3. 8 Ball Pool

* **Local Multiplayer Mobile Games** – This feature is enabled for multi-playing within the same device such as:

1. Chess By AI Factory Limited
2. Glow Hockey 2
3. Ludo King (Allows online playing too)

* **Bluetooth Multiplayer Online Games** – Bluetooth featured based playing is allowed in few of the games with devices in the Bluetooth ranges that are:

1. Sea Battle 2
2. DUAL!

* **Wi-Fi Multiplayer Android Games** – Wi-Fi range of a device provides the multi-playing region for the below-mentioned games:

1. BombSquad
2. Doodle Army 2: Mini Militia
3. Terraria

* **Games to be completed with FaceBook friends** – These games can be played between social media friends by competing with one another. For example:

1. Word Wars
2. Candy Crush Saga
3. Clash of Clans

Multiplayer game development for mobile devices had come up with various features and aspects in the gaming industry. With enhanced user experience and outstanding game streaming facilities, multiplayer games have been the center of admiration over all the gaming apps.

Multiplayer game developers have ensured better and comfortable experiences with enhanced technology and better business development with releases around the globe.